

GAME BOY ADVANCE

IRIDIION -3D-

AGB-A13E-USA



INSTRUCTION BOOKLET

MAJESCO SALES, INC.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing IRIDION™ 3D for the Nintendo® Game Boy® Advance.

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Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

TABLE OF CONTENTS

Introduction	6
Getting Started	7
Controlling your Spacecraft	7
Main Options Screen	9
Game Options Screen	10
Password Entry Screen	12
The Game Screen	14
Power-Ups	15
The Stages	16
The Iridion Menace	19
The Iridion Strongholds	24
Hints and Tips	28
Credits	29

INTRODUCTION

In the distant regions of our Galaxy, far beyond the darkest limits of the Orion Nebula, a deadly force has been unleashed upon the universe, and is heading straight for Earth. Your mission - to travel across light-years of uncharted space, to defend the destiny of mankind.

With IRIDION™ 3D, battle against legions of Iridion star fighters high above the Earth's stratosphere. Engage vicious robotic bio-worms in the outer regions of the Solar System, and ultimately, travel half a universe away to the heart of the Iridion Star System, where only you can eliminate the Iridion menace. Get ready, to travel forward to a time, when the fate of the universe rests in the palm of your hand!



GETTING STARTED

To get started with IRIDIION™ 3D, please begin with the following:

1. Making sure your Nintendo® Game Boy® Advance is turned off, plug the IRIDIION™ 3D Game Pak into the Nintendo® Game Boy® Advance.
2. Turn on your Game Boy Advance. In a few moments the *Majesco Logo Screen* should appear.
3. Press **START** until the *Title Screen* appears.

CONTROLLING

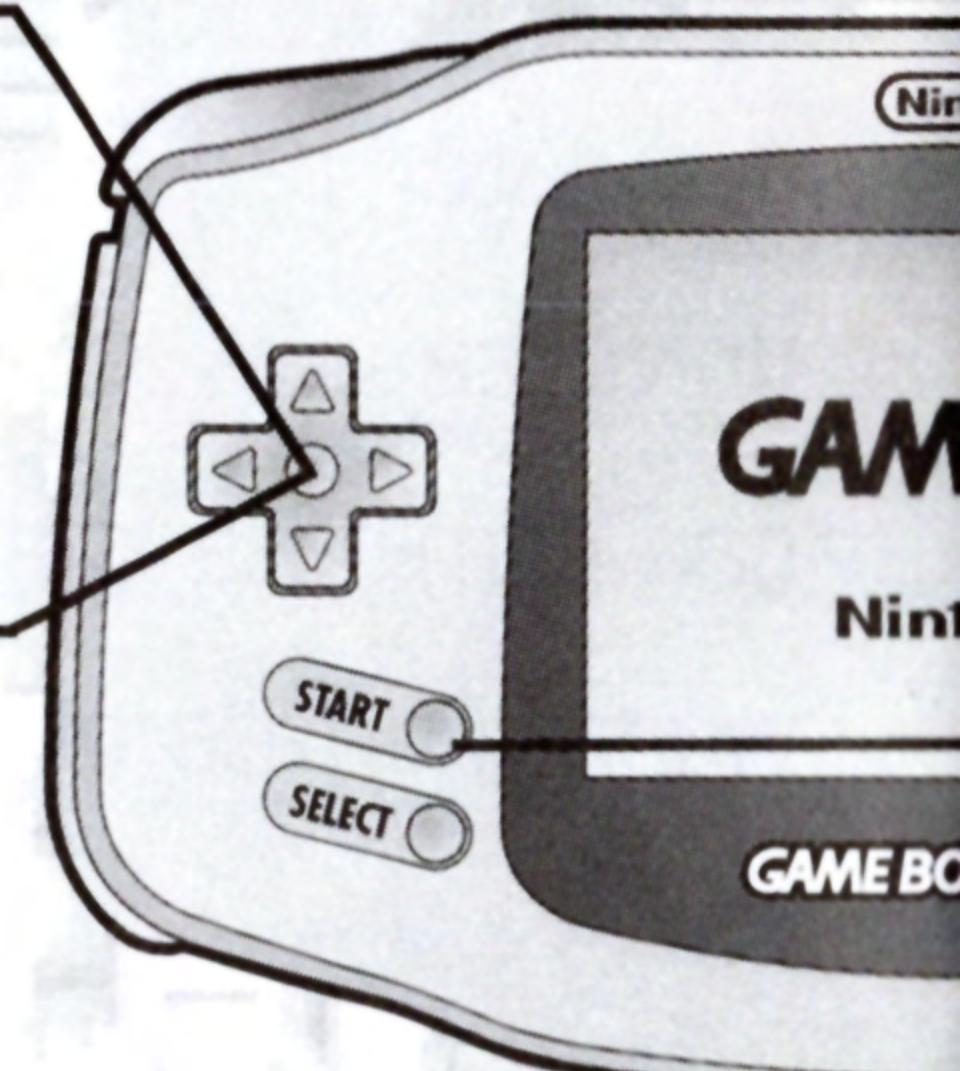
Your experimental intergalactic SHN-

Control Pad UP/DOWN

Causes your spacecraft to climb or descend in altitude.
Cycles through options on the *Main Options Screen*.
Moves highlight on the *Game Options Screen*.
Moves cursor *UP/DOWN* on the *Password Entry Screen*.

Control Pad RIGHT/LEFT

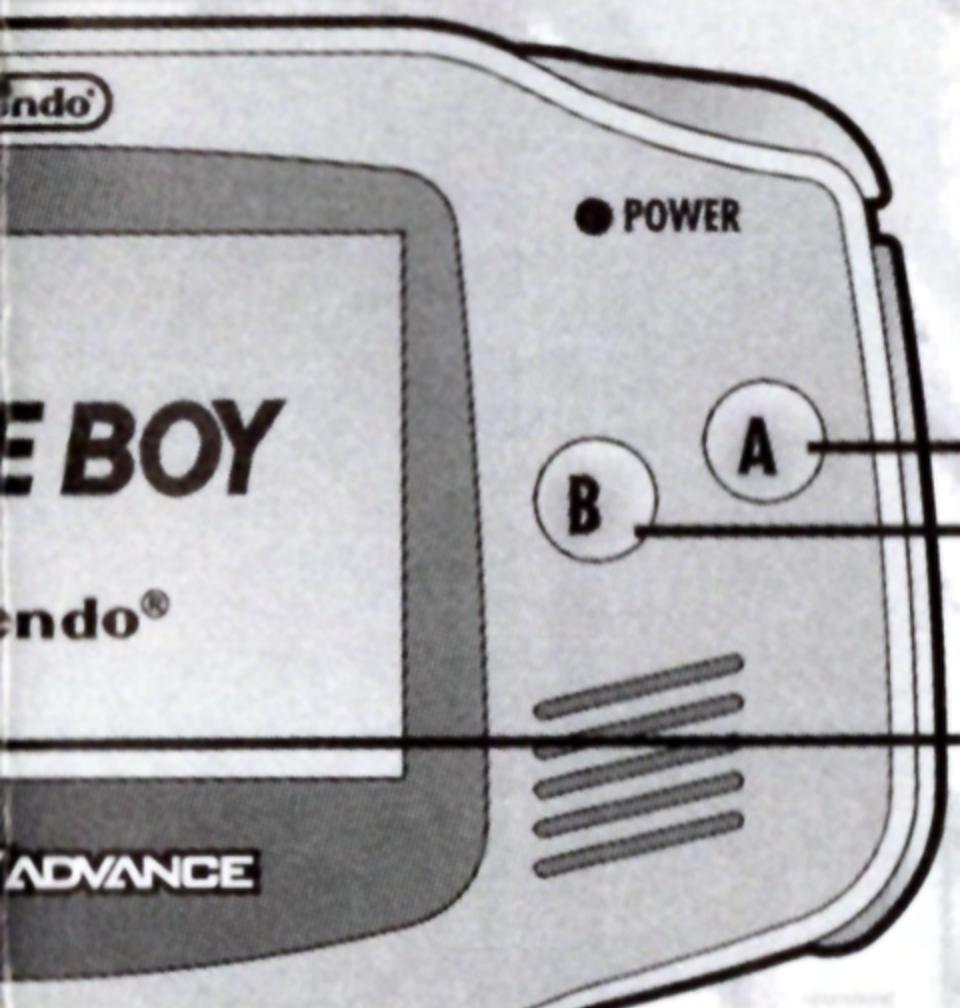
Causes your spacecraft to bank to the right or left.
Changes options on the *Game Options Screen*.
Moves cursor *RIGHT/LEFT* on the *Password Entry Screen*.



Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always turn the power switch OFF before inserting or removing the Game Pak.)

YOUR SPACECRAFT

-Fighter responds to the following controls:



A Button

Fires your current weapon.
Selects options.
Enters a character on the *Password Entry Screen*.

B Button

Deletes a character on the *Password Entry Screen*.

START

Pause/Resume Game



MAIN OPTIONS SCREEN



Main Options Screen

After the *Majesco Logo Screen* has appeared, the *Introduction Sequence* will begin. To exit the *Introduction Sequence* at any time, simply press **START**. Once the animated *Introduction Sequence* has finished, the *Main Options Screen* will appear.

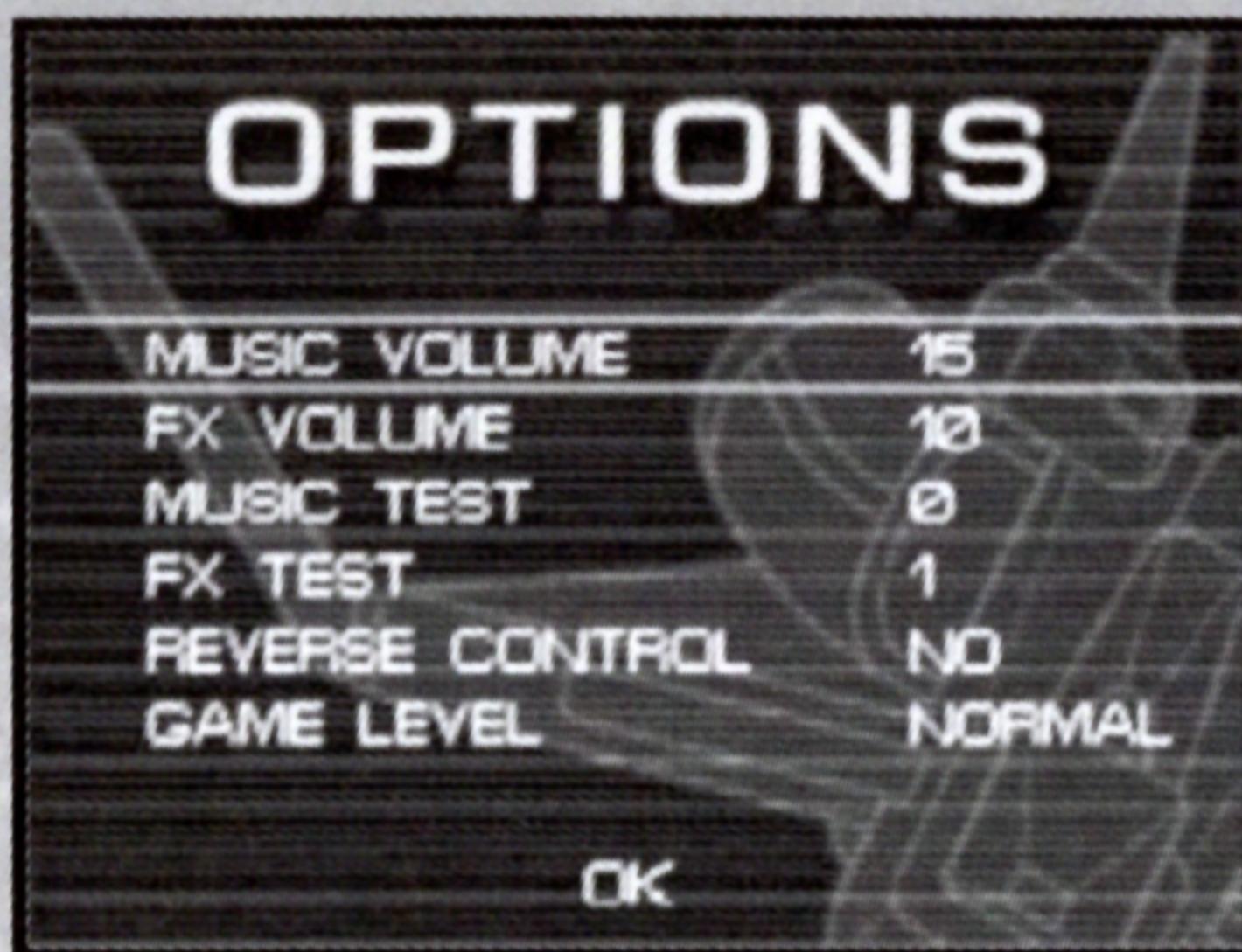
To enter the *Game Options Screen* from the *Main Options Screen*, press the **Control Pad UP** or **DOWN** until the word “OPTIONS” appears on the rotating cylinder, then press **START**.

GAME OPTIONS SCREEN

On the *Game Options Screen*, you can select from a variety of game options.

To select an option:

- Press the **Control Pad** *Up* or *DOWN* to move the onscreen highlight to the desired option.
- Once the desired option is highlighted, press the **Control Pad** *RIGHT* or *LEFT* to change the option to the desired setting.
- When finished, move the highlight to “OK” and press **START**.



Game Options Screen

GAME OPTIONS SCREEN (CONT.)

The following options are available on the *Game Options Screen*:

Music Volume

This option adjusts the audio level of the game music.

FX Volume

This option adjusts the audio level of the game sound effects.

FX Test

This option allows you to listen to each sound effect.

Reverse Control

This option reverses the *UP/DOWN* control of your spacecraft.

Game Difficulty

This option changes the game difficulty between **NORMAL** and **HARD**.

PASSWORD ENTRY SCREEN

After successfully completing each Stage, you will be given a password representing your current position in the game, your current score, and the number of lives remaining. On the *Password Entry Screen*, you can enter this password to resume your game at the start of the next Stage.

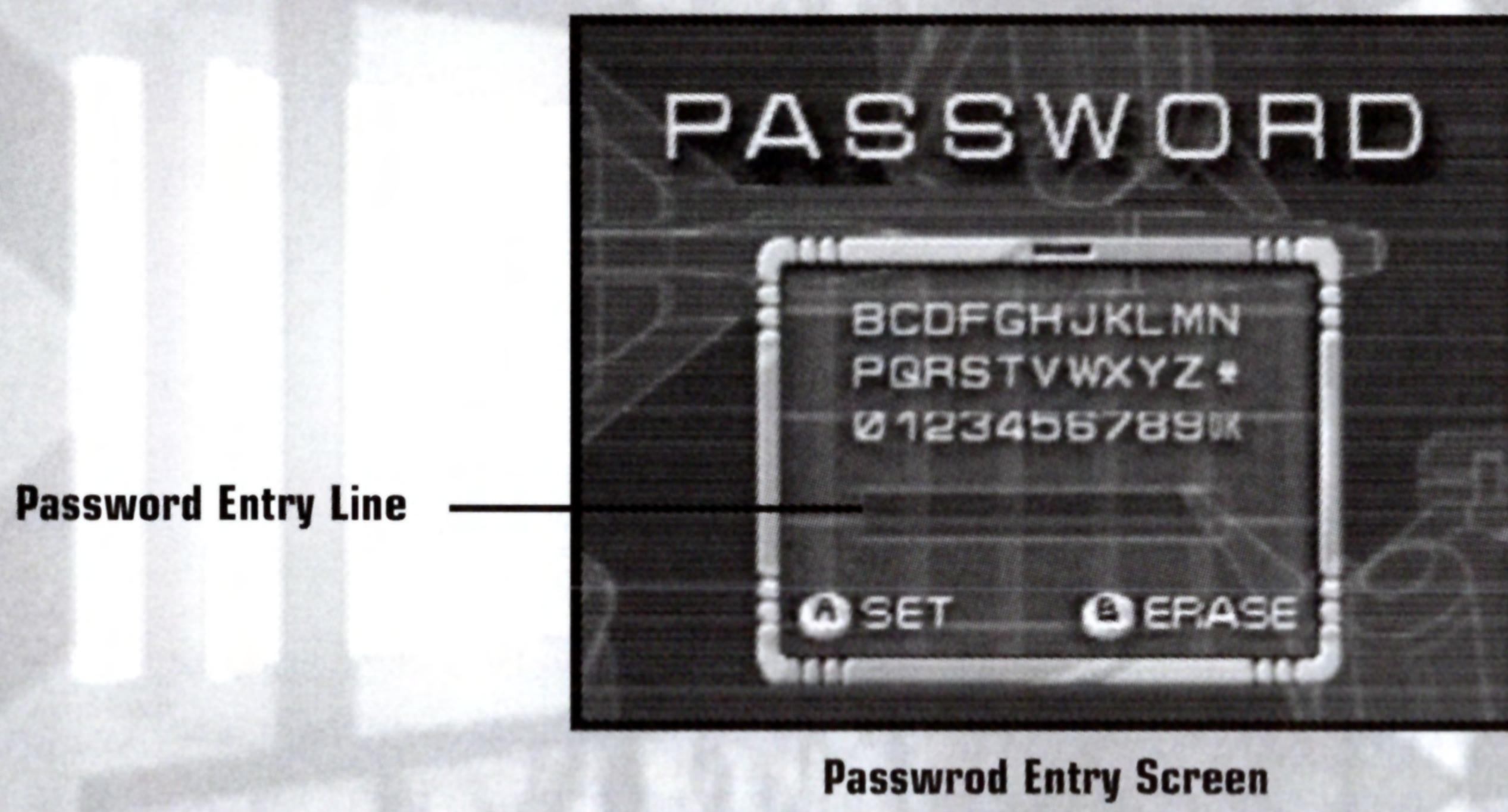
TO ENTER A PASSWORD:

- Use the **Control Pad** to move the on screen cursor to the desired character.
- Press the **A Button** to enter the chosen character onto the Password Entry Line.
- Press the **B Button** to remove the previously entered character from the Password Entry Line.
- Press **START** to enter the desired password.

If an invalid password was entered, the message "WRONG PASSWORD" will appear. When this occurs, press **START** to return to the *Main Options Screen*. If a correct password was entered, the game will resume where you previously ended.

PASSWORD ENTRY SCREEN

To exit the screen without entering a password, simply press **START** to return to the *Main Options Screen*.



THE GAME SCREEN

On the *Main Game Screen*, the point-of-view positions you directly behind your craft.

On the screen appears the following game information:

Lives

This display indicates the number of fighters remaining.



Main Game Screen

Score

This display indicates your current score.

Energy

This indicates your current energy level. Your SHN-Fighter has an energy level that decreases with every enemy hit. This display represents the amount of energy currently in your spacecraft. Collecting Energy Power-Ups can increase your spacecraft's energy level. After finishing a Stage, all energy will be restored.



POWER-UPS



Weapon Power-Up

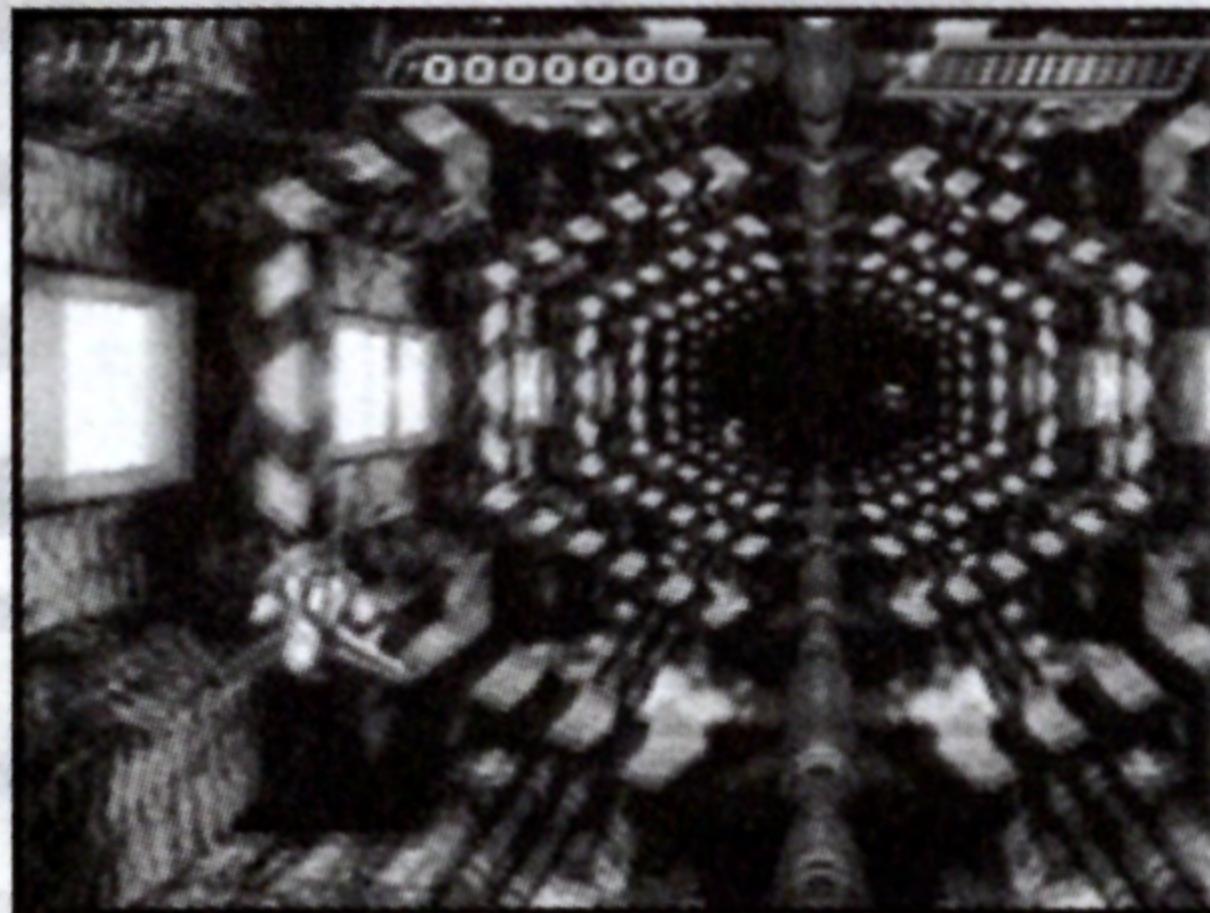
Your SHN-Fighter is equipped with four types of weapons. Every time you collect a Weapon Power-Up, your weapon system is upgraded. However, if your spacecraft is destroyed, your current weapon will be downgraded to its previous type.

Energy Power-Up

Collecting a flashing weapon Power-Up will increase your craft's energy.

THE STAGES

To successfully repel and ultimately destroy the IRIDION threat, you must journey through the following combat stages:



Escape through the Disposal Tunnel



Dogfight above the Pacific Ocean

STAGE 1 - Escape through the Disposal Tunnel

After securing your experimental intergalactic SHN-Fighter, you must make your way through an Iridion disposal tunnel, deep within their secret Earth-based reconnaissance colony. Here, Pulse Emitter Ships and Class A Fighters are your main adversary.

STAGE 2 – Dogfight Above the Pacific Ocean

After escaping from the disposal tunnel, you must traverse the surface of the Pacific Ocean on your way to destroy a sea-based Iridion Cytector. Iridion Sky Mines and Aqua Bombs are predominately used by the Iridions here.

Stage 3 - Air Combat Above the clouds

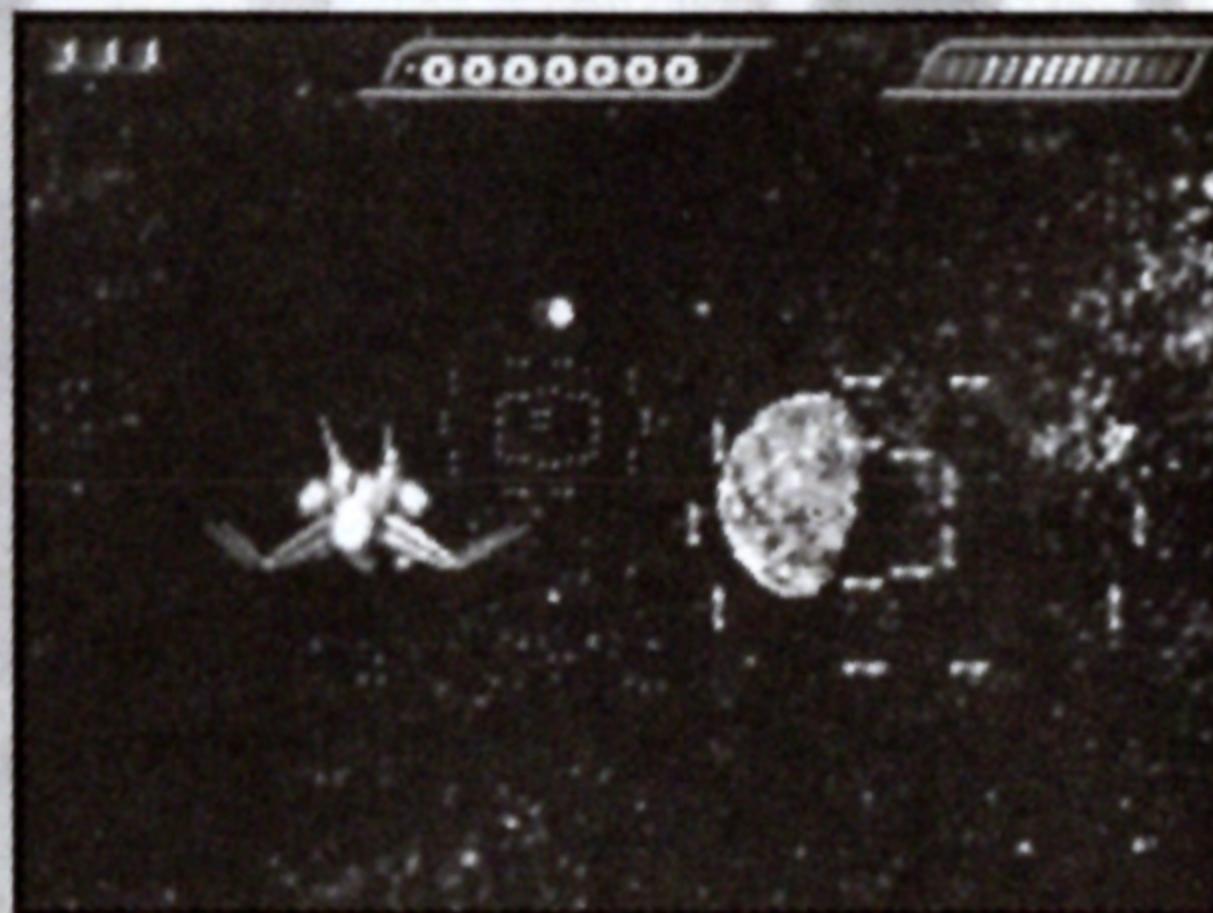
On your way into orbit, you must destroy hordes of Iridion fighters focused upon your destruction, and the elimination of the human race. Iridion Mine Emitters and Rocket Launchers are abundant in the upper atmosphere and used extensively.



Air Combat above the Clouds

Stage 4 - Moon Assault

Now in space on your way to the Earth's lone satellite, you will encounter new dangers including Iridion Energy Barriers and Class C Fighters programmed to protect the Iridion lunar weapons base.



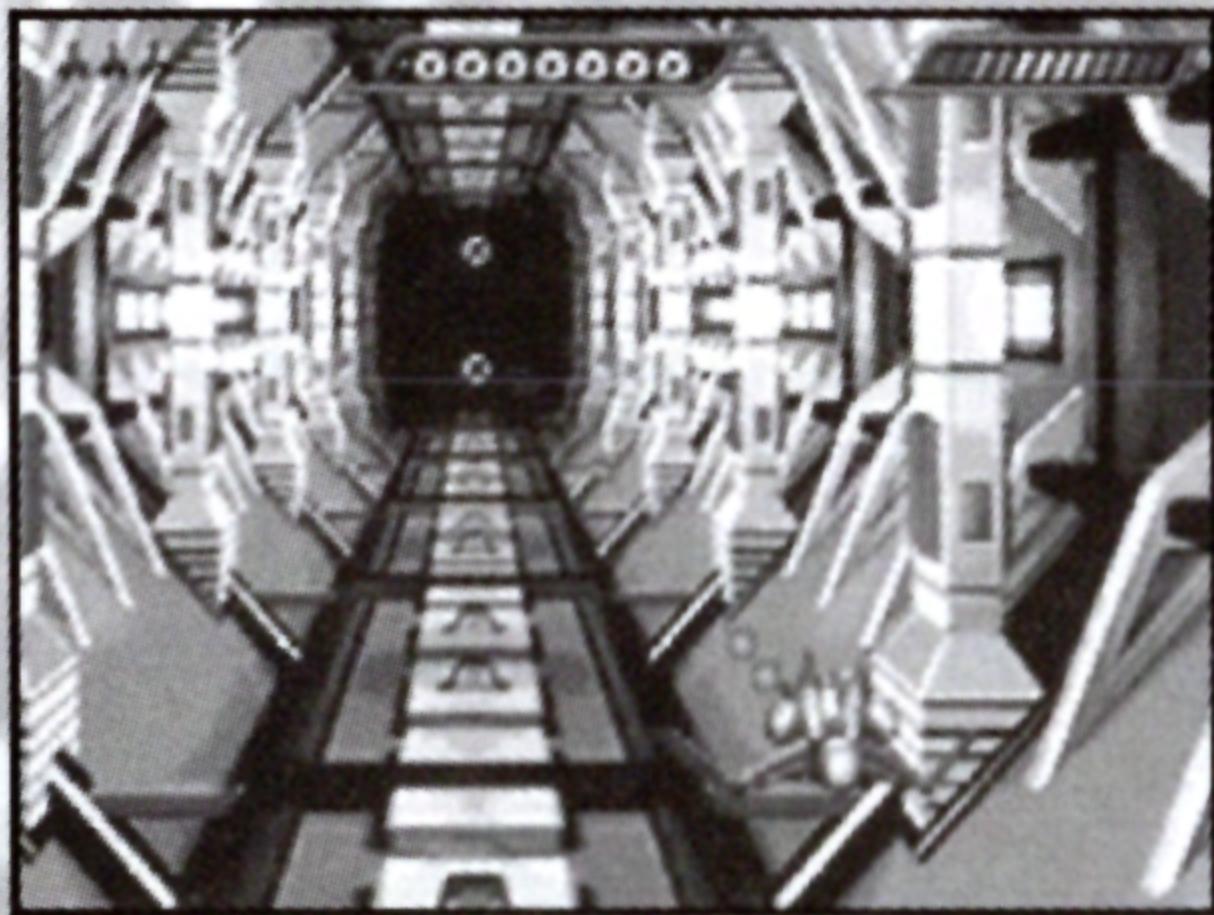
Moon Assault



Outer Space Asteroid Field

Stage 5 – Outer Space Asteroid Field

On your journey out of the Solar System, the course to the Iridion System takes you through an Iridion mining colony located deep within the Asteroid Belt. Here, moving asteroids and Iridion Satellites hone in on your position with deadly precision.



Iridion Home Base

Stage 6 - IRIDION Home Base

Once within the Iridion System, you must fight your way through an orbiting Iridion Home Base. Here, a variety of adversaries including deadly Bio-mechanical Worms are sent to repel your advance.



Stage 7 - Planet IRIDION Prime

As you fly across the volcanic surface of the Iridion Planet, your last intergalactic battlefield, you must encounter an array of Iridion adversaries from deep within the alien planet including Lava Worms, Lava Fountains, and an armada of fighter spacecraft.



Planet Iridion Prime

THE IRIDION MENACE

En route from Earth to Planet Iridion, you will encounter numerous Iridion threats including the following:



Metallscrap

This space debris tracks your horizontal and vertical position through space as it accelerates towards your craft.



Rotating Gate

This fast moving rotating enemy is released towards your fighter in two size variations.



IRIDION Pulse Emitter Ships

These enemy ships hover in space at a short distance from your spacecraft and emit a number of deadly plasma shells. They can only be destroyed when their defensive shields are down while firing at your craft.



IRIDION Fighter CLASS A

This Class A Fighter moves through space and emits plasma shells.



IRIDION Fighter CLASS B

This Class B Fighter can appear either behind or in front of your craft and rotate as it changes direction and fires plasma shells.





IRIDION Fighter CLASS C

This Class C Fighter also rotates as it changes direction and fires plasma shells.



IRIDION Sky Mine

Groups of these Mines move quickly and track your every move through space.



Aqua Bombs

These bombs float upon the surface of the Earth's water and explode within a short distance from your craft throwing deadly fountains of water in your path.



IRIDION Mine Emitter

These flying mines move in circular patterns and emit numerous deadly plasma shells.





Iridion Rocket Launcher

This object fires rockets at your craft when approaching.



Cargo

These Cargo containers fly through space and form barriers that must be avoided.



Energy Barrier

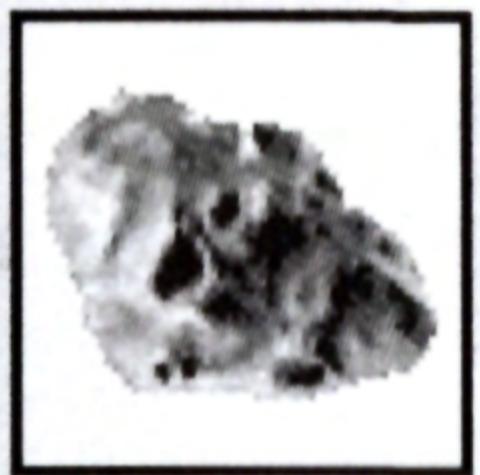
These barriers of plasma block your way across the vastness of space.



IRIDION Satellite

These fast moving satellite objects release homing missiles that track your movement.





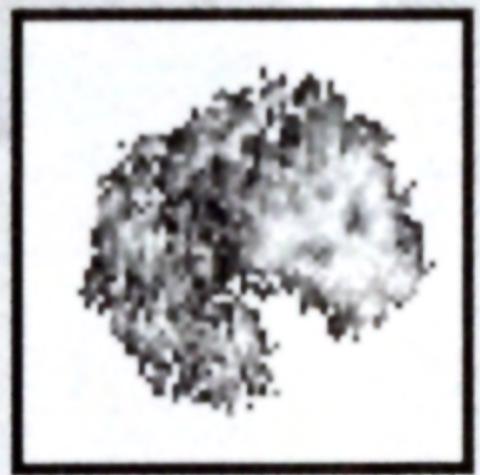
Asteroids

These rotating rocks are found in the expanse of space within the Asteroid Belt.



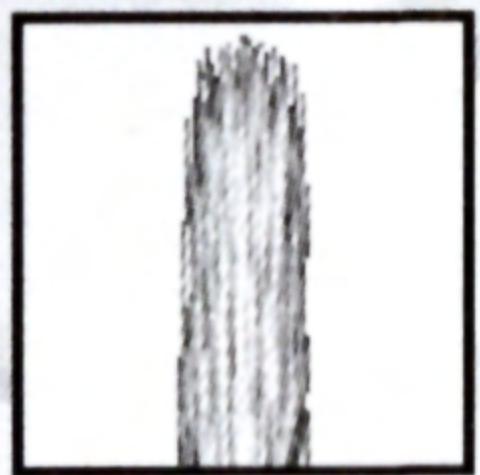
Biomechanic Worms

This worm-like enemy moves in circular pattern while firing plasma shells at your ship.



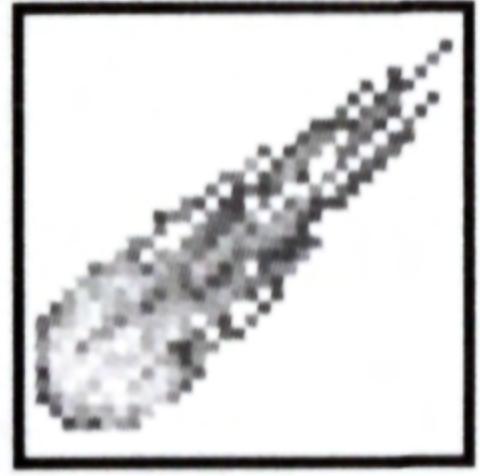
Lava Worms

This worm-like enemy, which exists only on the Iridion Home Planet, lunges at your craft from far beneath the planet's surface.



Lava Fountain

This fountain of lava explodes from the surface of the Iridion Planet far into its atmosphere.

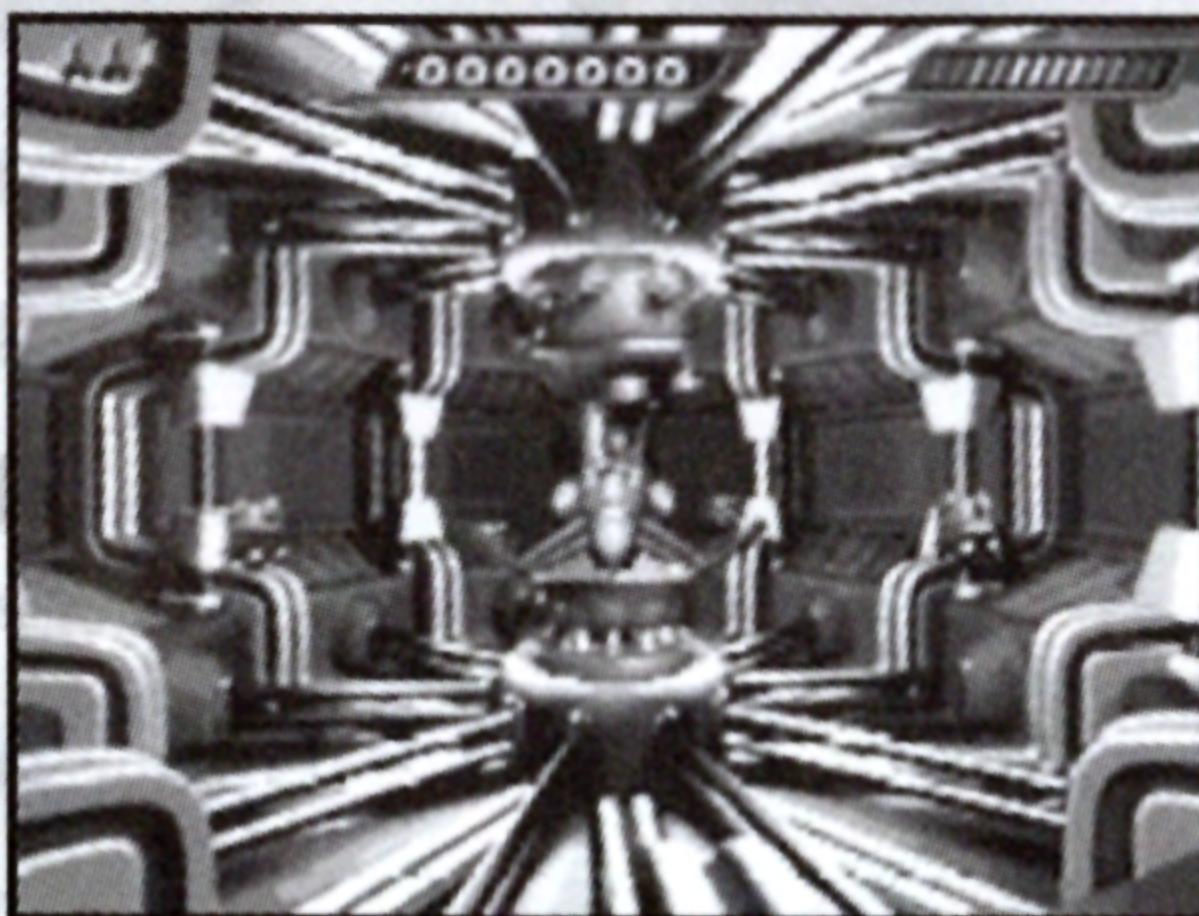


Fire Asteroids

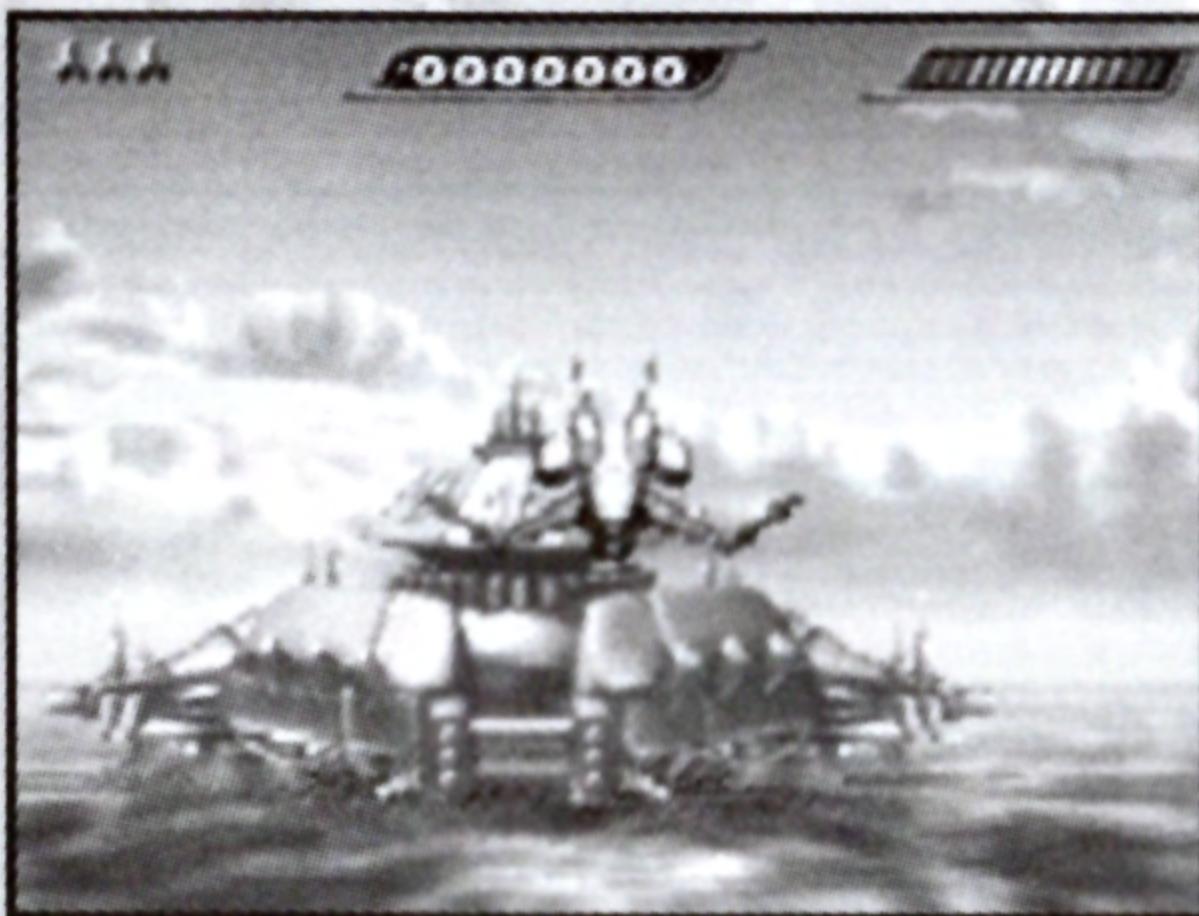
These small objects rain down from the Iridion atmosphere towards your craft.

THE IRIDIUM STRONGHOLDS

During the journey from Earth to the Iridion Star System, you will encounter the following Iridion alien strongholds:



Refusor



Cytector

Refusor - Stage 1 Boss

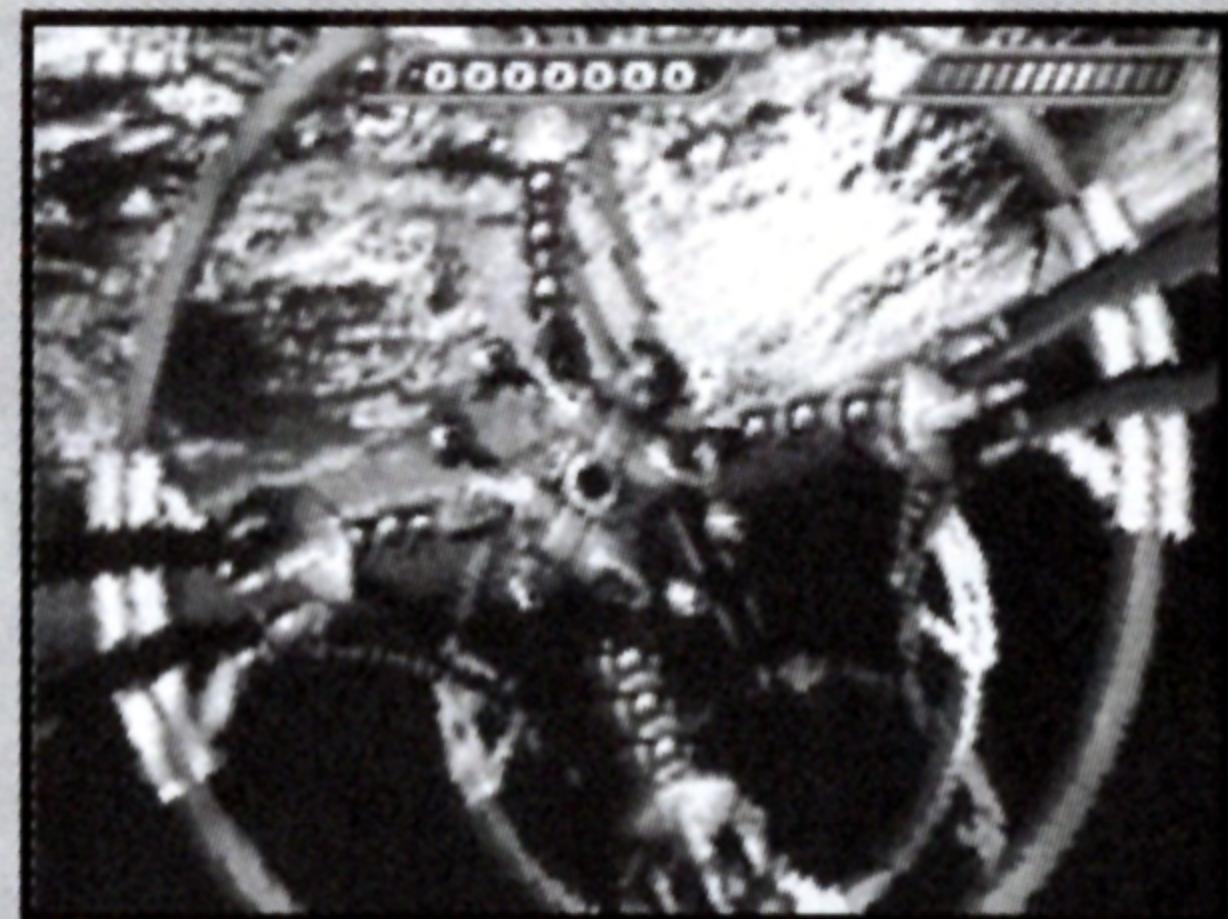
This full screen animated boss is shielded by an array of indestructible drones that fly around it, and can only be damaged at its very core when it is not firing plasma projectiles.

Cytector - Stage 2 Boss

This Iridion boss stronghold is located far out to sea and uses the Aqua Bombs as its primary weapon. Only direct hits on its rotating fuselage will disable this menace.

Stratosphere Base - Stage 3 Boss

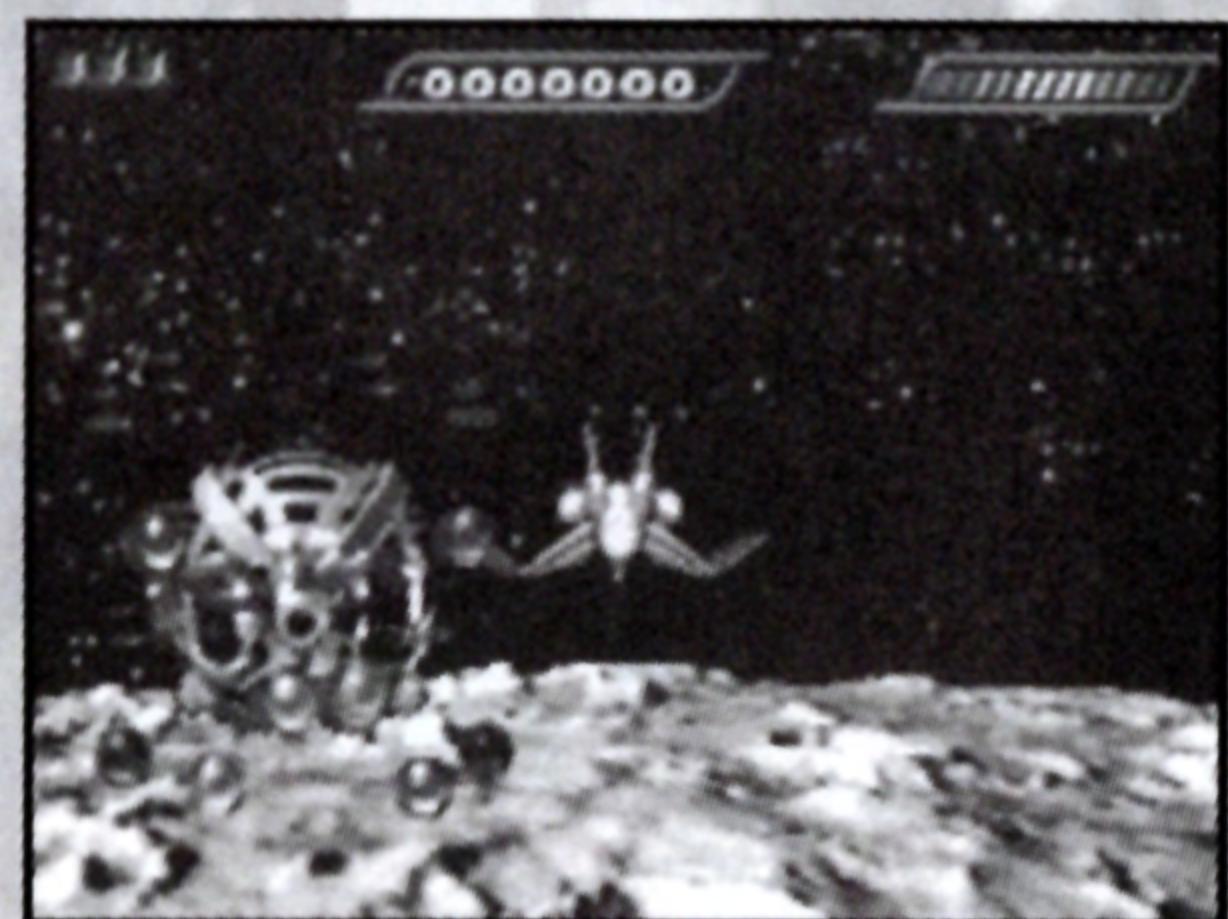
This Iridion boss is located far above the Earth's surface in a low orbit configuration. Multiple direct hits on its center rotating structure will destroy this orbiting boss.



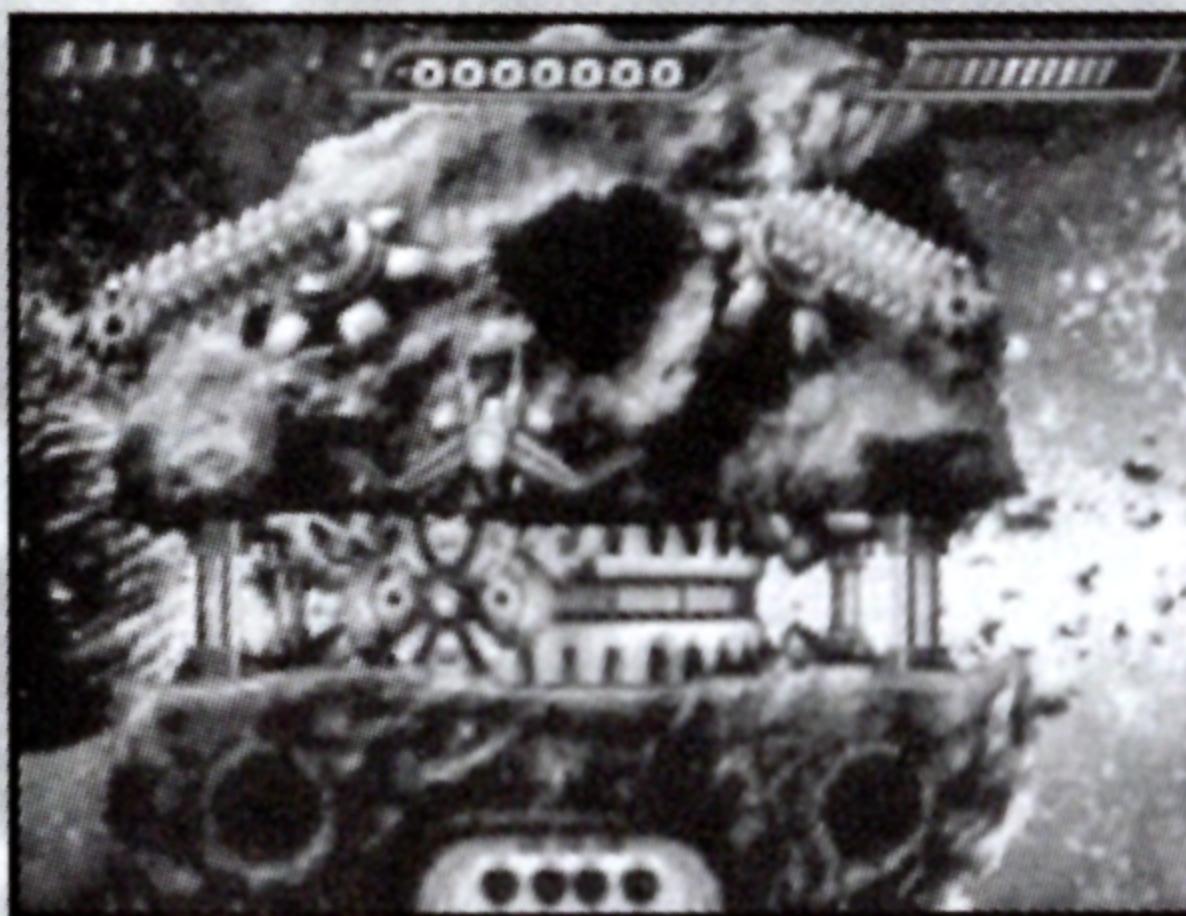
Stratosphere Base

Lunar Guard - Stage 4 Boss

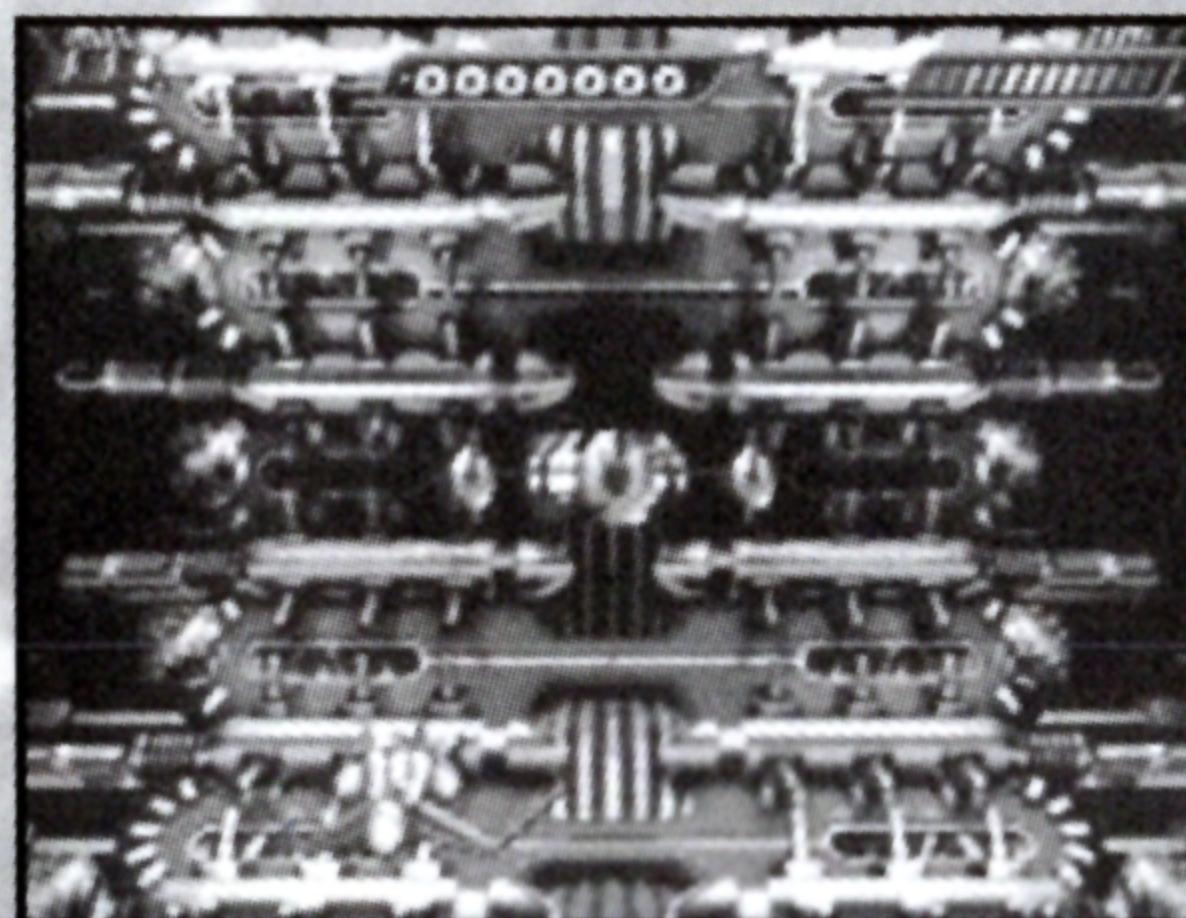
This lunar orbiting bio-creature surrounds itself with an array of plasma modules that protect its outer skin from offensive fire. Multiple direct hits on its center will destroy it.



Lunar Guard



Prospector



Reactor Core

Prospector - Stage 5 Boss

This immense bio-creature is located at the outer regions of the asteroid belt and defends itself with an elaborate array of weapons. Shots colliding with its internally moving membrane, when visible, will destroy this boss.

Reactor Core - Stage 6 Boss

This full screen rotating hazard surrounds itself with multiple layers of protection. Only direct hits on its moving main core unit will guarantee success.



IRIDION Main Frame - Stage 7 Boss

This terrifying encounter will be the most difficult of all, but if defeated, will ensure ultimate destruction of the Iridion menace.



IRIDION Main Frame

HINTS AND TIPS

- Force fields encountered while escaping the disposal tunnel can only be destroyed by first destroying the four power generators located in the corners of the field.
- You can't destroy enemies that are composed of lava or fire elements.
- Keep moving. Most enemies will target your ship when you stay too long at the same position.
- Most areas of a stronghold are indestructible. Each stronghold contains a weak area which flashes when hit.
- Always move away from approaching enemy projectiles.
- An extra life will be awarded at a score of 10,000, 20,000 and 40,000 points, so try to destroy as many enemies as possible, even if they are not attacking you directly.

NEED A HINT?
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(\$1.25 PER MINUTE.) MUST BE 18 YEARS OR OLDER, OR HAVE A PARENT'S
PERMISSION TO CALL. TOUCH TONE PHONES ONLY.

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Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
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3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

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CHECK OUT THESE COOL GAMES!

Brought to you by Majesco



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